

## RULES FOR NOLACHUCKEY DISTRICT PINEWOOD DERBY

- A. Qualification – Scouts
  - a. Shall be a registered Cub Scout in a Cub Scout Pack in the Nolachuckey District at the time of his Unit Derby
  - b. During the past year, shall have been a First, Second, or Third Place winner in his Unit Derby
- B. Qualification – Cars
  - a. Each entry shall be constructed using only official Boy Scouts of America parts for the body, axles, and wheels.
  - b. Shall meet the following specifications
    - i. Width shall not exceed 2 ¾ inches
    - ii. Length shall not exceed 7 inches
    - iii. Length of wheelbase shall not exceed 4-3/8 inches
    - iv. Weight shall not exceed 5 ounces, as determined by the official race scale.
  - c. Cars shall not contain any substituted parts that are not official Boy Scouts of America parts (except that details such as drivers, decals, steering wheels, windshields, etc are permissible as long as they do not exceed the weight, length, and width restrictions)
  - d. Axles may be polished and lubricated, and wheels may be sanded to provide a true, round circle but must retain the original width and full flat rolling surface. All spacers, bearings, washers, bushings and springs are prohibited.
  - e. Lubrication shall be at the discretion of the Scout, but must be completed before impoundment
  - f. No car will be eligible to race in the District Derby if it has been raced previous to the most recent Unit Derby.
- C. Qualification – Derby
  - a. Car shall have been a First, Second, or Third Place Winner in a Unit Derby during the past year.
  - b. Car shall be officially entered on the day of the District Derby, at which time it will be weighed and inspected to insure that it satisfies the rules listed here.
  - c. Car shall be impounded after official entry and weigh-in
  - d. There shall be no mechanical changes after impounding
  - e. There shall be no lubrication of any kind after impounding
- D. Race
  - a. The Derby will be run through heat competitions
  - b. The number and sequence of heats will be determined by the Race Director based on the number of cars entered into the Derby
  - c. The Derby Winners will be determined by cumulative race time totals, based on an equal number of races for each car
  - d. If, during a race, a car jumps off the track:
    - i. The Scout and his car will be given one additional chance to complete that specific race by repeating the race
    - ii. If the car is unable to complete the race or jumps off the track a second time, the car will be disqualified.
  - e. If, during a race, a car is damaged:
    - i. The Scout and his car will be given one full race bracket to repair the car if possible
    - ii. If the Scout is unable to repair the car, it will be disqualified
- E. Conduct
  - a. Any Scout who intentionally jumps over or crosses under the track, or intentionally damages the track, will be eliminated from the competition
  - b. If a Scout's car is damaged by misconduct, the Scout causing the damage will be eliminated from the competition.